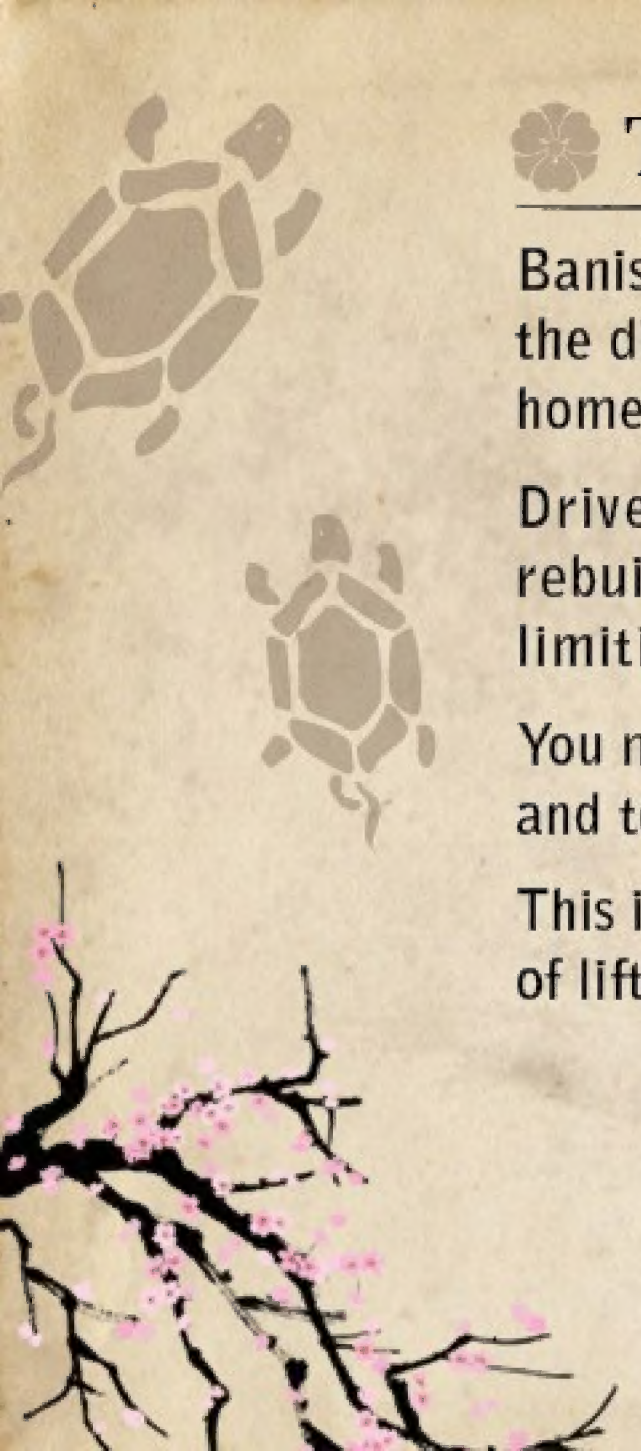




ORESHIKA™

TAINTED BLOODLINES

INSTRUCTION MANUAL



THE CURSE ON YOUR CLAN

Banished from the Japanese capital Kyoto for failing in your duty to protect the divine treasures, your clan has been forced to retreat to your rural homeland by the cruel Abe no Seimei.

Driven by your desire to exact revenge on the man responsible, you must rebuild your strength. But you are hindered by the Curse of Ephemerality – limiting your clan members' lifespans to only two years.

You must use each short window to produce children with gods or other clans, and to train your clan members by sending them into labyrinths to slay demons.

This is the only way to ensure your bloodline doesn't die out, and your only hope of lifting the curse.

YOUR GUIDE, KŌCHIN



The gods have seen to it that you aren't alone in your quest to lift the curse on your family. Kōchin, a weasel with the ability to take human form, acts as your guide throughout, and will also help protect your characters during battles.



THE PASSAGE OF TIME

In Oreshika, time passes a month at a time, and you're given a number of actions you can perform which will take an entire month to complete.

☀ **The following actions will all take a month to complete:**

- ❖ Heading into a labyrinth or embarking on an expedition.
- ❖ Staying in a labyrinth for an extra month.
- ❖ Taking a rest.
- ❖ Producing a child via the Rite of Divine Union.
- ❖ Taking part in a festival contest.



THE PASSAGE OF TIME



KŌCHIN'S PLAN

At the start of each month, you're given the choice to let Kōchin decide what actions you will take, or to just hear her advice and act however you choose.



KŌCHIN'S MONTHLY REPORT

Kōchin will add a diary entry after each month which recaps the key events, so you can keep a record of your achievements to look back on.





THE PASSAGE OF TIME INSIDE LABYRINTHS

To lift the Curse of Ephemerality, you'll have to lead your clan into labyrinths to hunt down demons and appease the gods.

You can track the passage of time inside a labyrinth by the fire clock in the bottom-right of the screen.

The fires on the clock will extinguish one-by-one, unless the menu or the battle command list is displayed.

Once all fires are extinguished, a month has passed, and you must choose whether to stay in the labyrinth, or return to your home.

Before deciding, select View Stats when prompted, to check your party's vigor levels. If vigor levels have dropped dramatically, it's a good idea to go home.

CLAN MENU



Here you can view the attributes of your various clan members.



CLAN OVERVIEW MENU ICONS



STAMINA ICON

This symbol indicates a clan member's stamina level. If a clan member's stamina runs out during battle, they are no longer able to fight. If their stamina is allowed to remain below a certain level, their vigor will gradually start to decrease. When this happens, there is a risk that they will die at the end of the month, so be sure to use an item or skill to restore their stamina right away.



TECHNIQUE ICON

This symbol represents Technique, which is required in order to perform skills.



CLAN OVERVIEW MENU ICONS



GLORY ICON

Glory is earned by defeating demons. Earning a certain amount of glory allows a clan member to grow stronger and improve their attributes.



ATTACK ICON

The power of the clan member's attacks when using their main weapon.



DEFENSE ICON

Resistance to physical attacks from enemies.



AGILITY ICON

Affects the accuracy of a clan member's attacks, their ability to dodge, and the order in which they'll be able to attack.



CLAN OVERVIEW - VIGOR



VIGOR ICON

This is the symbol for vigor, which indicates a clan member's health. If a clan member's vigor decreases dramatically when inside a labyrinth, there is a chance that they will die at the end of the month, after returning to your home.



Aside from aging, the main factors that reduce vigor are:

- ❖ Exploring a labyrinth or fighting battles when the clan member's stamina is below a certain level.
- ❖ Using secret arts or summoning shikigami during battle.
- ❖ Using skills that reduce vigor during battle.
- ❖ Returning to your residence when a clan member is unable to fight.

CLAN OVERVIEW - LOYALTY



LOYALTY ICON

Indicates the loyalty of each clan member. If a clan member's loyalty drops dramatically, they may decide to run away, taking money or items with them.

 **Some actions that will increase loyalty are:**

- ✦ Making them captain of your party.
- ✦ Taking their counsel.
- ✦ Asking them to perform the Rite of Divine Union.

CLAN OVERVIEW – AFFINITIES

Affinities are inherited by your clan members from their parents and are divided into three categories: Heart, Mind and Body. Each of these three qualities is then divided into the four elements: Fire, Water, Air and Earth.



HEART ICON

Heart primarily affects the counsel your clan member will offer during battle, their loyalty and their ability to earn critical hits.



MIND ICON


Mind impacts the effectiveness of skills, recovery powers, defense and technique attributes.



BODY ICON

Fire Body Affinity affects Attack. Water Body Affinity affects Stamina, Air Body Affinity affects Agility, and Earth Body Affinity affects Defense.

Once a clan member has earned a certain amount of glory, they will grow in strength, and their abilities will improve. Clan members with better affinities will enjoy a more dramatic improvement when this happens.



LEARNING SKILLS AND SECRET ARTS



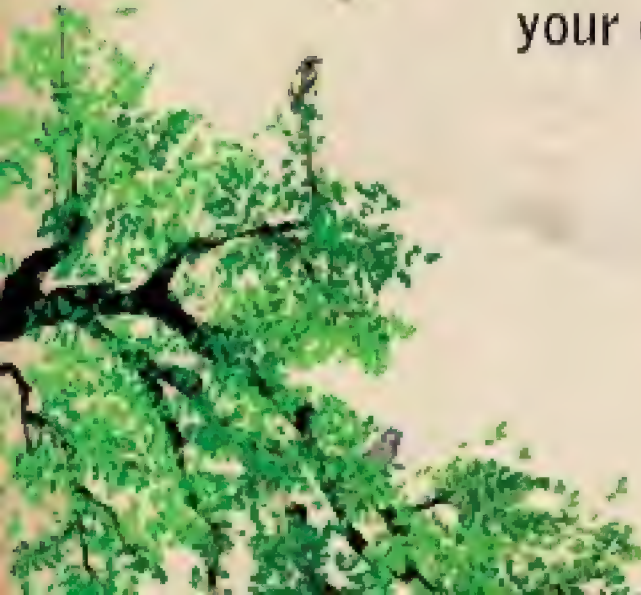
LEARNING NEW SKILLS

To see the conditions for learning a skill, select Clan followed by Skills List. Clan members will learn new skills automatically when their Heart and Mind attributes are at the required level.



ACQUIRING NEW SKILLS

Defeat demons in battle to earn scrolls that will increase the number of skills your clan members can learn once you bring the scrolls back to your town.






LEARNING SKILLS AND SECRET ARTS



LEARNING SECRET ARTS

Powerful secret arts can only be learned by clan members whose heart, mind and body qualities have reached a certain level. One clan member can learn up to four secret arts.






● YOUR TOWN



DEVELOPING YOUR TOWN

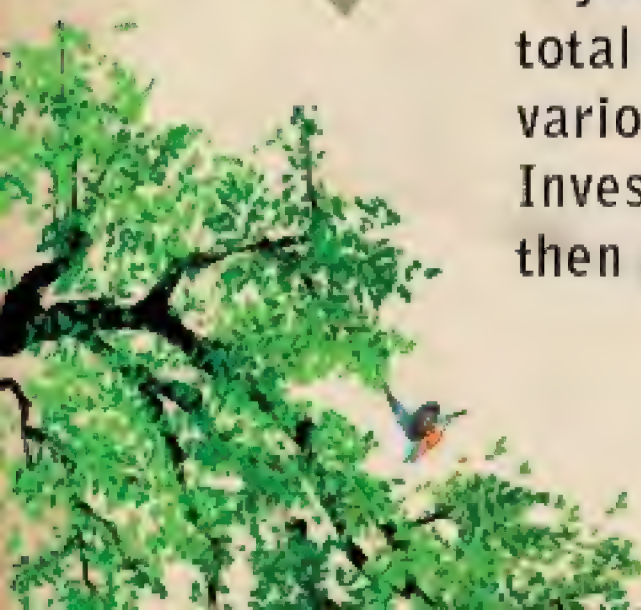
As you purchase upgrades for your territory, it will start to fill up with houses and other buildings and its population will increase. Try to make sure your town's development keeps pace with your clan's growth. If you want to know your town's total population or its ratio of various tradespeople, select the Invest option while in town, and then press the  button.




NATURAL DISASTERS

Random disasters such as tornadoes and earthquakes will occasionally threaten your town and if they hit, your population will decrease and you'll suffer damage to other developments.

Honoring gods at shrines has a chance to limit the destruction caused by natural disasters, so be sure to make an offering before a disaster strikes.







YOUR TOWN




CONTACTING OTHER CLANS

Contacting clans from other regions allows you to adopt new members into your own clan, and perform the Rite of Betrothal. In order to visit other regions, you must first acquire a ship through the story missions.






CONTACT




ADOPTIONS & BETROTHALS

Select this option to View information on clan members who live in a different region. Based on this information, you can choose a member of the other clan with whom to perform the Rite of Betrothal, recruit members of the other clan as mercenaries, and adopt members of the other clan into your own clan.



GUESTBOOK

This option lets you view a record of which clans from other regions have paid a visit to your territory.



REGISTER QR CODES

Use the PS Vita system's camera to read a QR code created by another player.



CONTACT



EDIT GREETING

Enter a greeting that will be displayed to other clans.



CREST COLLECTION

Display the clan crests you have acquired during tourneys.



COMPETITION RESULTS

View the results and rankings of the competitions you have participated in.



THE HALL OF UNION

The Hall of Union is where you can produce children using the Rite of Divine Union. Clan members can perform the Rite of Divine Union with a god of the opposite sex at the age of eight months.


To do this, you'll need to earn devotion in battle, which is then offered to your chosen god. Gods with impressive genetic affinities demand a lot of devotion.

Performing the Rite of Divine Union with the same god multiple times will improve their genetic affinities.



NEW ARRIVALS


A child will join your clan the month after the Rite of Divine Union is performed and you'll be asked to give the new arrival a name and choose his or her trade.



BATTLE INFO - BATTLE SPOIL REELS



Before every battle, three spinning reels will appear at the bottom of the screen, each displaying a selection of different battle spoils.

Press the  button to stop the reels and the battle spoils available for winning that battle will be displayed. If you line up the same

battle spoil on all three reels, you'll get double glory if you defeat the demons. Line up three star marks and you'll get triple glory.

White spoils are items you already own, yellow spoils are items you do not own, and green spoils are particularly valuable items.




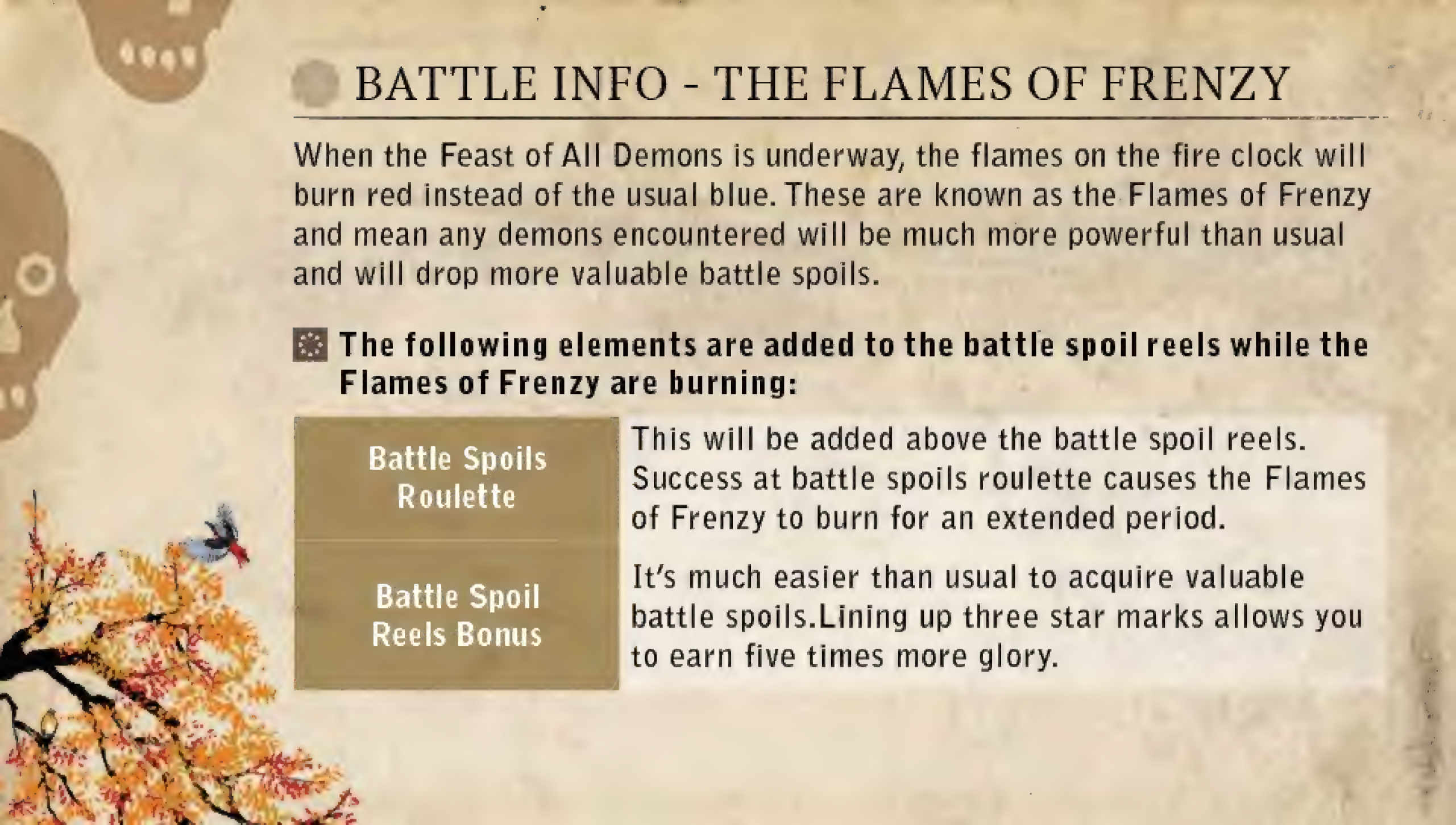
BATTLE INFO - THE FEAST OF ALL DEMONS

You'll occasionally receive a notice in Kōchin's monthly reports that the Feast of All Demons is taking place in a nearby labyrinth.

Enter the labyrinth and track down the festival shrine – you'll then find yourself face-to-face with a powerful enemy who conspired to steal the Instruments of Festivity, damning your clan in the process.


Defeat this enemy to fulfill one of your main duties as clan leader and return the Instruments of Festivity.





BATTLE INFO - THE FLAMES OF FRENZY

When the Feast of All Demons is underway, the flames on the fire clock will burn red instead of the usual blue. These are known as the Flames of Frenzy and mean any demons encountered will be much more powerful than usual and will drop more valuable battle spoils.

 **The following elements are added to the battle spoil reels while the Flames of Frenzy are burning:**

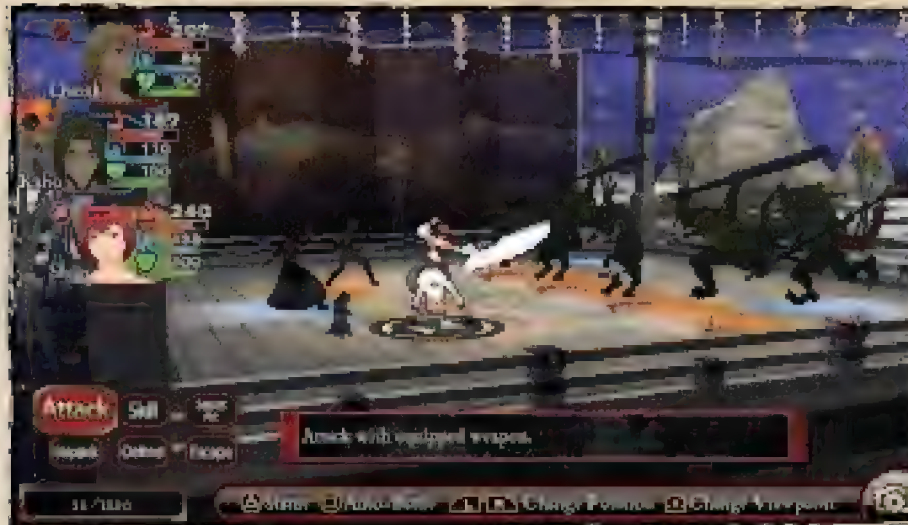
**Battle Spoils
Roulette**

This will be added above the battle spoil reels. Success at battle spoils roulette causes the Flames of Frenzy to burn for an extended period.

**Battle Spoil
Reels Bonus**

It's much easier than usual to acquire valuable battle spoils. Lining up three star marks allows you to earn five times more glory.

BATTLE INFO - FORMATIONS



FORMATION

When in battle, your clan members and the enemy line up in two ranks: the front line and the rearguard. The weapons wielded by most classes have different ranges and effects when wielded in the front line and in the rearguard, so be sure to arrange your clan members in the formation that suits them best.

BATTLE INFO – JOINING FORCES



JOINING FORCES FOR SKILLS AND SECRET ARTS

To join the attacks of your clan members, select Joint when issuing the order to the first member, and also select Joint when issuing the order to the second and subsequent members. Joining forces to perform a skill makes that skill many times more powerful than doing it alone. The skill will be performed when the turn of the first member to receive the order comes around again. Clan members can also join forces to perform Secret Arts.

STATUS AILMENTS

Skills and demon attacks can cause status ailments. Clan members recover from most of these ailments once a certain number of turns have passed, when they receive some damage, or by using a specific skill to relieve them.

 **Here is a list of possible ailments:**



The target cannot perform any actions or dodge attacks.



The target cannot use skills.



The target's movement is temporarily slowed.



The target borrows the abilities and attributes of an enemy or ally.



The target is temporarily unable to see enemies.



STATUS AILMENTS (CONT.)



The target suffers damage as soon as they perform an action.





The target acts of their own accord, and may attack allies.



The target becomes confused or fallen.




The target suffers a fixed amount of damage as soon as they perform an action.





● EXPEDITIONS

Once your clan acquires a ship, you can set out on expeditions to other regions by selecting the Embark option from the Local Area Map screen. You may find labyrinths in other regions and you can also make contact with other clans and use their towns as you would your own.

Connecting via Ad Hoc mode or via the Internet allows you to acquire data on another player's territory, which will add that destination to your list of places to explore. You can also press the  button to input an Online ID directly.

Please note that this feature cannot be used if chat features have been restricted in your Sony Entertainment Network account settings.



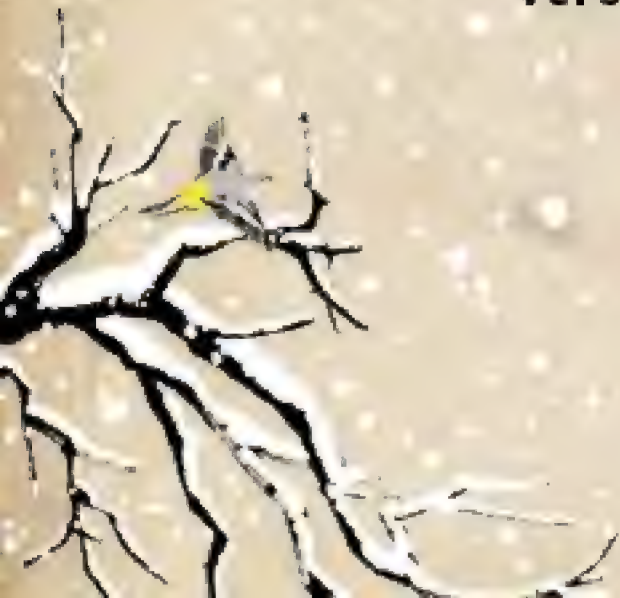


CREDITS

The information in this manual was correct at the time of writing, but some minor changes may have been made late in this game's development.

Remember: Use of this software is subject to the Software Usage Terms at us.playstation.com/softwarelicense.

All screenshots that appear in this manual were taken from the English version of the game.



FOR MORE INFORMATION ON THIS GAME PLEASE VISIT
WWW.PLAYSTATION.COM



PlayStation®

WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

DISCLOSURE REGARDING USE OF LOCATION DATA

This game interacts with other applications that use location data (such as "near").

To turn off location data, go to [Settings] > [Location Data].

SCEA MAY RETIRE THE ONLINE PORTION
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1-800-345-7669

Call this number for technical support, installation or general questions regarding the PS Vita system and its peripherals.

Representatives are available Monday – Saturday 6am– 8pm
and Sunday 7am – 6:30 pm Pacific Standard Time.

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5. MISCELLANEOUS. This Agreement shall be construed and interpreted in accordance with the laws of the State of California applying to contracts fully executed and performed within the State of California. If the binding arbitration terms of Section 6 do not apply or are not enforceable on any Dispute, both parties submit to personal jurisdiction in California and further agree that such Dispute shall be brought in a court within San Mateo County, California. If any provision of this Agreement shall be held invalid or unenforceable, in whole or in part, such provision shall be modified to the minimum extent necessary to make it valid and enforceable, and the validity and enforceability of all other provisions of this Agreement shall not be affected thereby. This Agreement constitutes the entire agreement between the parties

related to the subject matter hereof and supersedes all prior oral and written and all contemporaneous oral negotiations, commitments and understandings of the parties, all of which are merged herein. Sections 4, 5 and 6 survive the termination of this Agreement.

IF LICENSOR IS SCEA, SECTIONS 6 AND 7 APPLY.

6. BINDING INDIVIDUAL ARBITRATION FOR CERTAIN RESIDENTS.

- a. The following terms in this Section 6, to the fullest extent permitted under law, only apply to you if you are a resident of the United States or a country in North, Central or South America.
 - b. The term "Dispute" means any dispute, claim, or controversy between you and SCEA or any Sony affiliate ("Sony Entity") regarding the use of the Software, whether based in contract, statute, regulation, ordinance, tort (including fraud, misrepresentation, fraudulent inducement, or negligence), or any other legal or equitable theory, and includes the validity, enforceability or scope of this Section 6 (with the exception of the enforceability of the Class Action Waiver clause below). "Dispute" has the broadest possible meaning that will be enforced.
 - c. If you have a Dispute (other than one described as excluded from arbitration below) with any Sony Entity or a Sony Entity's officers, directors, employees and agents ("Adverse Sony Entity") that cannot be resolved through negotiation as required below, you and the Adverse Sony Entity must seek resolution of the Dispute only through arbitration of that Dispute according to Section 6's terms, and not litigate that Dispute in court. Arbitration means that the Dispute will be resolved by
-

a neutral arbitrator instead of in a court by a judge or jury.

d. YOU AND THE SONY ENTITY AGREE THAT ANY CLAIM FILED BY YOU OR BY A SONY ENTITY IN SMALL CLAIMS COURT IS NOT SUBJECT TO THE ARBITRATION TERMS CONTAINED IN THIS SECTION 6.

e. IF YOU DO NOT WISH TO BE BOUND BY THE BINDING ARBITRATION AND CLASS ACTION WAIVER IN THIS SECTION 6, YOU MUST NOTIFY SCEA IN WRITING WITHIN 30 DAYS OF THE DATE THAT YOU ACCEPT THIS AGREEMENT. YOUR WRITTEN NOTIFICATION MUST BE MAILED TO SONY COMPUTER ENTERTAINMENT AMERICA LLC, 2207 BRIDGEPOINTE PARKWAY, SAN MATEO, CA 94404, ATTN: LEGAL DEPARTMENT - WAIVER, AND MUST INCLUDE: (1) YOUR NAME, (2) YOUR ADDRESS, (3) YOUR SIGN IN ID IF YOU HAVE ONE, AND (4) A CLEAR STATEMENT THAT YOU DO NOT WISH TO RESOLVE DISPUTES WITH ANY SONY ENTITY THROUGH ARBITRATION.

f. IF YOU HAVE A DISPUTE WITH ANY SONY ENTITY, YOU MUST SEND WRITTEN NOTICE TO SONY COMPUTER ENTERTAINMENT AMERICA LLC, 2207 BRIDGEPOINTE PARKWAY, SAN MATEO, CA 94404, ATTN: LEGAL DEPARTMENT – DISPUTE RESOLUTION, TO GIVE THE ADVERSE SONY ENTITY AN OPPORTUNITY TO RESOLVE THE DISPUTE INFORMALLY THROUGH NEGOTIATION.

g. You agree to negotiate resolution of the Dispute in good faith for no fewer than 60 days after you provide notice of the Dispute. If the Adverse Sony Entity does not resolve your Dispute within 60 days from its receipt of notice of the Dispute, you or the Adverse Sony Entity may pursue your claim in arbitration pursuant to the terms in this Section 6.

h. ANY DISPUTE RESOLUTION PROCEEDINGS, WHETHER IN ARBITRATION OR COURT, WILL BE CONDUCTED ONLY ON AN INDIVIDUAL BASIS AND NOT IN A CLASS OR REPRESENTATIVE ACTION OR AS A NAMED OR

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i. If you or the Adverse Sony Entity elect to resolve your Dispute through arbitration, the party initiating the arbitration proceeding may initiate it with the American Arbitration Association ("AAA"), www.adr.org, or JAMS, www.jamsadr.com. This Section 6's terms govern if they conflict with the rules of the arbitration organization that the parties select.

j. The Federal Arbitration Act ("FAA") governs the arbitrability of all disputes involving interstate commerce. However, applicable federal or state law may also apply to the substance of a Dispute. For claims of less than \$75,000, the AAA's Supplementary Procedures for Consumer-Related Disputes ("Supplementary Procedures") apply including the schedule of arbitration fees set forth in section C-8 of the Supplementary Procedures; for claims over \$75,000, the AAA's Commercial Arbitration Rules and relevant fee schedules for non-class action proceedings apply.

k. The AAA rules are available at www.adr.org or by calling 1-800-778-7879. Further, if your claims do not exceed \$75,000 and you provided notice to and negotiated in good faith with the Adverse Sony Entity as described above, if the arbitrator finds that you are the prevailing party in the arbitration, you will be entitled to recover reasonable attorneys' fees and costs as determined by the arbitrator, in addition to any rights to recover the same under controlling state or federal law afforded to the Adverse Sony Entity or you.

l. The arbitrator will make any award in writing but need not provide a statement of reasons unless requested by a party. The arbitrator's award will be binding and final, except for any right of appeal provided by the FAA, and may be entered in

any court having jurisdiction over the parties for purposes of enforcement.

m. You or the Adverse Sony Entity may initiate arbitration in either San Mateo County, California or the county in which you reside. If you select the county of your residence, the Adverse Sony Entity may transfer the arbitration to San Mateo, County if it agrees to pay any additional fees or costs you incur as a result of the change in location as determined by the arbitrator.

n. If any clause within this Section 6 (other than the Class Action Waiver clause above) is illegal or unenforceable, that clause will be severed from this Section 6, and the remainder of this Section 6 will be given full effect. If the Class Action Waiver clause is found to be illegal or unenforceable, this entire Section 6 will be unenforceable, and the Dispute will be decided by a court.

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